4	retrieving each pixel of the bitmap, wherein the retrieval step comprises:
5	skipping over each pixel which represents the boundaries of the digital image;
6	adding each pixel of the bitmap which is not a predetermined texture to the
7	list, including the location of the pixel; and
8	changing the pixel and like adjacent pixels to one of the predetermined textures.

- 37. (NEW) The method of claim 36, wherein the pixel which represents boundaries of the digital image is a black pixel and the pixel of a predetermined texture is a white pixel.
- 38. (NEW) The method of claim 35, wherein the monochrome bitmap of the digital image is stored as one byte per pixel of the monochrome bitmap.
  - 39. (NEW) The method of claim 38, wherein the monochrome bitmap of the digital image is compressed from one byte per pixel into one bit per pixel.
  - 40. (NEW) The method of claim 39, wherein the one bit per pixel monochrome bitmap is further compressed using an RLE compression method.
- 41. (NEW) The method of claim 35, wherein each unique code of the texture map is an index into either a bitmap representing a texture or a function used to generate a texture.
- 42. (NEW) The method of claim 41, wherein the textures of the texture map which are solid colors are generated by a one-pixel bitmap.
- 43. (NEW) The method of claim 41, wherein each unique code of the texture map is a one-byte code.

## **REMARKS**

This preliminary amendment submits new claims 35-43 for consideration. Applicants request examination of claims 1-43. Applicants also respectfully request entry of the previously submitted Request For Reconsideration, which includes some minor changes to the specification.

## New Claims

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The preliminary amendment includes new claims 35 through 43. As with the original claims 1-35, these additional claims have support in Applicants' specification.